

# THE REMNANTS

Issue # 2



A Fan Based E-Zine for all things **WARENGINE**

An NC & DwE Publication

[Http://www.The\\_Remnants.dfxwebs.com](http://www.The_Remnants.dfxwebs.com)

Well, here we are: Issue #2 of The Remnants.

I guess there is some need for this E-Zine after all. With over 450 hits to the web site since we launched, this proves some people are at least interested. If not, at least just for a look anyway.

So of course now it's up to us to keep this train running and on track. Based on the new memberships we have added to the Yahoo WarEngine group over the last month, I don't think that will be too hard.

But like any E-Zine, we need you the fans to help out. Spread the word, and play the game where others can see it. When they see it, they will say, "What game is that?" Of course your response is the greatest game ever! This is the answer we used through out GenCon 2003.

Which brings me to this current issue. Issue # 2 is a GenCon spectacular. Covering all of our events that ran this year in Indianapolis, all 70 plus hours. The plus mostly came from two of LeXan's events that never got finished. But you'll hear about that soon enough.

GenCon 2003 saw a change in location that proved to be an improvement over Milwaukee. Not that there were no problems, like 4 hour long registration lines. But the causes have been identified, and will be corrected so says the management. For us Indy proved to be not only a lot of fun, but beneficial to our beloved game system. Rules were sold, and now we have more people hooked on the system.

So one more time I will call on the gaming masses to support this gaming system that we have come to love. Indy has proved how flexible it can be, and how popular it can become. But with that comes work, we need to spread the word.

Help is what we also need, you the player can contribute by submitting to this E-Zine. Of course we cannot pay for your contributions, but at least you will see your name in print! And that has to be worth something. Submit your fiction, your figure conversion, army lists, pictures, or whatever you have.

Remember that it's your game too.

Until next time,

Dances

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# FANTASY ARMY LISTS

## PART II

by Nightcrawler and Dances

### Warengine Dungeon Crawl - The Return

by Nightcrawler

I ran the Dungeon Crawl once in 2002. It went over very, very well. Part of it had to do with excellent timeslot and a great deal of interest in the unusual rules with the hidden movement.

This year, with running it twice, the event did lose some of its uniqueness. Also, running it in the middle of the morning and having to get off the table right at the end of the four hours makes it hard to encourage that feeling of 'spookiness' that the first event had.

But all was not lost.

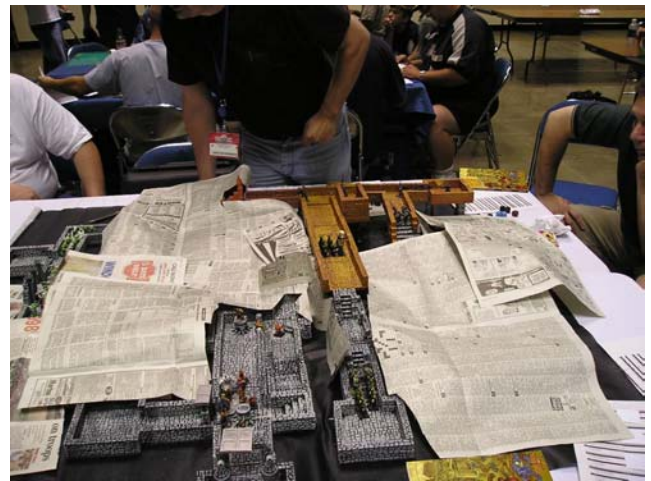


The Dungeon is revealed!

Okay, first gripe about the Gen Con event registration system (other than long lines, which has been run into the ground): One of my Dungeon Crawl events was the first miniature event to sell out. It was suppose to have eight players. I had six players show up at the table, only 4 with real tickets. This is frustrating: 1) because I had set everything up for 6 player and 2 non-player armies and 2) I just barely made my minimum for required tickets for getting my

badge reimbursed. Sure, reason #2 is a bit selfish, but #1 can really throw off the dynamics of the game.

The first time I ran the event this year, I had seven real tickets for the event actually reach my hand. I consider this to be very good.



The players decide their next course of action.

Setting up the dungeon was again a chore. I had assembled it quickly in my garage a couple of times in a couple of different configurations that looked fair to all starting locations. But my brain was unable to process the pieces quick enough to put it together and get the armies out in the fifteen minutes of prep time I had. I always seemed to have a hall too short somewhere or too long somewhere else.

Adding an extra level with extra entry points added a bit to the hassle. I know I had some things messed up because a couple pieces did not match up. Overall, once together, the dungeon looked pretty good.

Note #1 for next year: take pictures of assembled dungeons for reference.



Also leaving two large intersections in my garage 210 miles away from the Con help in my confusion.

Now once I had the dungeon together, I put out the army sheets with the miniatures and let the players choose.

Note #2 for next year: attach a sheet to each army explaining in detail tweaks and special powers.

#### **Notes from actual play:**

1. The player armies spent a great deal of time fighting each other in both events. Armies were making alliances across the table from each other. What is the use in that? They weren't usually fighting a common enemy.

2. Bolder players made better progress. Those that wandered blindly around dark corners usually had better kill zones than cautious players.

3. Some players this year did not like the idea of armies moving in the darkness. This is too bad, because that is basically the whole idea of the game! They have some advantages, but they are also hampered in other areas.

4. Spell cards were basically ignored. I don't know if this had to do with players not understanding how they work or some other reason. Powerful cards were in player army hands and never got used. I would have figured at the 3-hour mark, they'd start trading them in. But players seemed to spend more time killing each other over the cards than actually using them.

5. The dungeon seemed both too large and too small. Note #3 for next year: Even more large rooms.

6. Players familiar with the WarEngine system will eat those that aren't, particularly if they are running an NPC army.

I'm now in negotiations with others to run a

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larger Dungeon Crawl-type event without hidden movement but having both an above ground portion and below ground portion.

Will I run it with hidden movement next year?

Yep.

#### **Drow Army List** by Dances

OK so here we go with the Drow army list. A little background first on why I wanted to do a Drow list. First, I did not play in any of Nighcrawler's games last year, I watched and thought it looked like a great time. So afterwards I started thinking about what other armies he could have when I came up with the Dark Elf idea. Now let me say this, I started into the hobby by way of Dungeons and Dragons, so my idea of a Dark Elf or Drow is the same idea from D&D. Which is to say that my Elves where to be white hair, and black skin. Not this pasty color you see some other companies paint their versions.



Drow Weapon master by Reaper Miniatures.

So off I started to collect some figures which would be appropriate for this army of white haired ebony skinned fighters. Now I also must say I am a huge fan of R.A. Salvatore's Dark Elf series of books that chronicle a certain Dark Elf. So off to the store looking for some miniatures I went. I found a blister of High Elf Irregulars

with Swords. These guys looked like they could pass for a more evil group and you could see their hair as a helmet did not cover it.

Great, I had a core unit of swordsmen, now on to ranged attackers. Just so happened that these boys had a blister of female archers to compliment them. They also looked like they could pass for an evil cousin. So now I needed a leader, so again following the Salvatore books, Reaper has a Dark Elf Cleric. Ok, I started to work on the army list and saw I was coming up short point-wise. So looking at the other lists, I saw each unit had an elite leader. So back to the store I went to look for a leader for the archer unit. Here I went and found a real nice Chainmail female Drow archer who would serve nicely as the archer units leader.

So now I needed a leader for the swordsmen, here Reaper saved me as they had a female Dark Elf swordsman with a spider shield. Again back to the army list and I found I was still coming up short. What to do, and then it hit me! The main character from the Salvatore books was a weapons master. That is what I had to have, so back to the store. Reaper had recently come out with an excellent figure, though it was called a half elf, it had Drizzt written all over it. The actual figure is # 2618 Half Elf Thief. Now look at the statistics for this mini and you can see why he is my favorite. In fact here is the whole Drow army I painted along with the army list.



Drow Archers and Swordsmen – Ral Partha

## Warengine Dungeon Crawl – My Take

By Dances

Ok I played in the second running of this event so that I could field my carefully painted and prepared Drow army. What follows is my overview of how the event went.

I liked the idea of the hidden movement, especially since I was playing an NPC army, which meant that none of the players could be present when I moved. The rational behind this was that I knew the Dungeon so I would be able to move around freely and find out about the invaders of my home. There was a player that didn't like or understand this concept, but then he had never played a full miniatures game before as he was a role player.

I deployed my army that kept the archers and the swordsmen close, but my bigger mistake was keeping my Weapons Master and Priestess too far from the rest of the army. They never got a chance to fight.

While most of the players did well, there was one guy who couldn't make up his mind what he wanted to do, which made things drag out very long. Now don't get me wrong, I like the idea of running an NPC army, but it takes a while to get into any fighting this way. The players are cautious when moving and since I was deployed more in the middle of the dungeon, it took a while for anyone to get close to me. Of course I could have moved more to get into combat but I too hesitated. Though I did initially get into a fight with the Lizardmen, which resulted in their death, but when they brought up their giant worm, I couldn't hurt it, so I backed away.

As the game came near its end I massed my swordsmen just behind my archers all set to lay waste to the elves (my hated cousins!), as he came into range I opened fire with my poisoned arrows. Killing a few, but my bigger problem is I forget to take my movement and run in there to bash heads with my bows! I'm sure I could have killed one or two more. I lost a few archers to

the elven swordsmen as they closed ranks, but then my swordsmen joined the fight and started swinging.

Naturally the game ended before the fight could be resolved. My lighter cousins had taken the worst of it though, but I wanted to finish them off. Next time I will keep the Weapon Master nearby.

Oh well, there is always next year. And maybe the event will run longer so I can finish off my light cousins completely!

## SPELLS

One of the other additions to this Dungeon was the use of Spell cards. Nightcrawler was unable to locate the spell cards use in 2002, so here is the 2003 batch. If the '02 batch is located, you'll see them here.

Spell cards work like this: each player army gets draw on random card to start the game. He or she places them by the unit (character or squad) that will carry it. Each NPC army gets to draw one for each unit they have. NPC armies do not get to use the spell cards. They only carry them and would turn the card over to the player that (hopefully) destroyed that unit. This helps the game balance a bit.

Each NPC army player also selects one card for each player army and places them anywhere on the board they wish. One unit (NPC or player) can only carry one card at a time.

There are, of course, more rules to this game and will appear in a future issue.

### Ring of Regeneration

1 Figure  
4 extra hero pts  
Regain 2 hero pts/rd

### Scroll of Resurrection

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Bring 1 Figure back to life  
Must be immediate

### Staff of Courage

1 Squad  
No Rout Checks

### Teleportation Scroll

1 Squad  
Teleport on a 4k4  
Up to 24"

### Shield of God

1 Squad  
Add 2k1 to Df

### Ring of Speed

1 Figure  
Double movement/Lightning Reflexes

### Wand of Magic Missiles

1 Figure  
Range: LoS Av: 2k2

### Shield of Defense

1 Figure  
Add 2k1 to Df

### Scroll of Speed

1 Squad  
Double Movement/Lightning Reflexes  
1 Turn

### Ring of Eagle Eye

1 Figure  
Double Viewing

### Confusion Spell

1 Squad  
Force loss of Reserve  
Ring of The Voice

1 Figure  
Double Command Radius

### Totem of Terror

1 Figure  
Gains Terrifying Tweak

### Wall of Air Spell

SP: Wall of Air - 4k4

### Ring of Hawkeye

1 Figure

Range weapons gain Sniper Scope

### Ring of Invisibility

1 Figure

SP: Invisible 3k3

### Call of the Wild Spell

1 Squad

Gains Frenzy

1 Turn

### Flock Spell

1 Squad

Gains Flight

1 Turn

### Ring of Wind

1 Figure

Gains Flight

### Ball of Boom

1 Figure

Gain one 4k3 AV 12" Ae 4x

### Knife of Mercury

1 Figure

Gain two 2k2 Av CC

### Death Touch

1 Figure

Gain 6k5 Av CC

Once



Here you see how each player starts with only a little bit of the dungeon revealed.



A closer look at the middle passage of the dungeon.

## The Drow Army List

		<b>Drow</b>	Hero Pts			Total=		<b>199</b>
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	74	Drow Priestess 19 <i>Force Leader, Lucky Bitch</i>	C	15"	4k3	A	8"	

14	Drow Mace	-	4k3	-	-		
14	Drow Mace	-	4k3	-	-		
36	SP:Shove	18"	4k4	-	-		
42	SP: Illuminate Enemy	30"	4k4	-	-		

		Hero Pts			Total=		<b>178</b>
Qty	PP	Description	T	Mv	Df	Mn	CR
1	54	Drow Weapons Master 40 <i>Frenzied, Infiltration, Lurker, Slippery, Stealthy, Weapon Master, Ballys, Dodge</i>	C	15"	4k3	4k4	8"

16	Drow Scimitar	-	4k4	-	-		
16	Drow Scimitar	-	4k4	-	-		
16	Drow Scimitar	-	4k4	-	-		
16	Drow Scimitar	-	4k4	-	-		
20	<i>Highly Accurate x 4</i>						

		Hero Pts			Total=		<b>91</b>
Qty	PP	Description	T	Mv	Df	Mn	CR
1	54	Drow Swordsman Leader 13 <i>Hyberactive Metab, Slippery, Stealthy, Ballys, Dodge</i>	E	15"	4k3	4k4	8"

12	Drow Sword	-	3k3	-	-		
12	Drow Sword	-	3k3	-	-		

		Hero Pts			Total=		<b>69</b>
Qty	PP	Description	T	Mv	Df	Mn	CR
6	32	Drow Swordsmen 13 <i>Stealthy, Slippery, Tough</i>	T	12"	3k3	4k3	-

12	Drow Sword	-	3k3	-	-		
12	Drow Sword	-	3k3	-	-		

		Hero Pts			Total=		<b>107</b>
Qty	PP	Description	T	Mv	Df	Mn	CR
1	54	Drow Archer Leader 3 <i>Eagle Eye, Sharpshooter</i>	E	15"	4k3	4k4	8"

28	Drow Bow & Arrow	24"	3k2	-	-		
12	<i>Poisoned</i>						
10	Bow Swing	-	3k2	-	-		



		Hero Pts			Total=		77
Qty	PP	Description	T	Mv	Df	Mn	CR
6	24	Drow Archers	T	12"	2k2	4k3	-
	15	<i>Eagle Eye, Tough, Sharpshooter, Stealthy</i>					
	28	Drow Bow & Arrow		24"	3k2	-	-
	10	Bow Swing		-	3k2	-	-
<b>Points of Renown</b>				<b>374</b>			
<b>Points of Force</b>				<b>1074</b>			

### The Orc Army List

		40	ORCS	Hero Pts		10	Total=	324
Qty	PP	Description		T	Mv	Df	Mn	CR
1	99	Orc Shaman		C	15"	5k4	A	10"
		<i>Stealthy, Frenzied, Dodge, Slippery</i>						
	52	SP: Banish Manitou			18"	5k5	-	-
	5	<i>Multiprofile</i>						
		SP: Wall of Air			24"	4k3	-	-
	43	SP: Spirit Walk (Teleport)			18"	4k3	-	-
	28	Dance of Blades			-	4k3	3x	CC
	6	<i>Long</i>						
	51	Manna Ball			24"	4k4	2x	Ex

		Hero Pts			Total=		118
Qty	PP	Description	T	Mv	Df	Mn	CR
1	62	Orc Champion	C	15"	4k4	5k4	6"
		<i>Frenzy, slippery, dodge</i>					
	27	Flint Blade		-	5k4	2x	CC
	2	<i>Extra Bite</i>					
	27	Flint Blade		-	5k4	2x	CC
	2	<i>Extra Bite</i>					

		Hero Pts			Total=		69
Qty	PP	Description	T	Mv	Df	Mn	CR
2	40	Outcasts	E	15"	4k3	3k3	-
	5	<i>Frenzy, dodge, slippery</i>					
	18	Iron Branch		-	3k3	2x	CC
	6	Bite		-	2k1	-	-

			Hero Pts			Total=	131
Qty	PP	Description	T	Mv	Df	Mn	CR
1	46	Taboo Warrior 4 Tough	E	12"	4k3	5k4	8"

31	SP:	War Chant		12"	4k4	-	-
24		Shield Shake		12"	4k3	-	-
12		Mental Attack					
14		Shield Slam		-	4k3	-	-

			Hero Pts			Total=	60
Qty	PP	Description	T	Mv	Df	Mn	CR
7	24	Javelineers	T	12"	3k2	3k2	-

26		Javelin		18"	3k3	-	-
5		Highly Accurate					
5		Multiprofile		-	4k3	-	-
		Long(+6), Highly Accurate					

			Hero Pts			Total=	62
Qty	PP	Description	T	Mv	Df	Mn	CR
1	44	Orc Warrior Leader	E	12"	3k3	4k4	7"

14		Flint Sword		-	4k3	-	-
4		Extra Bite, Parry Weapon					

			Hero Pts			Total=	48
Qty	PP	Description	T	Mv	Df	Mn	CR
6	26	Orc Warriors	T	12"	3k2	3k3	-
4		Fighters to the End (+20) Unit tweak					

14		Flint Sword		-	4k3	-	-
4		Extra Bite, Parry Weapon					

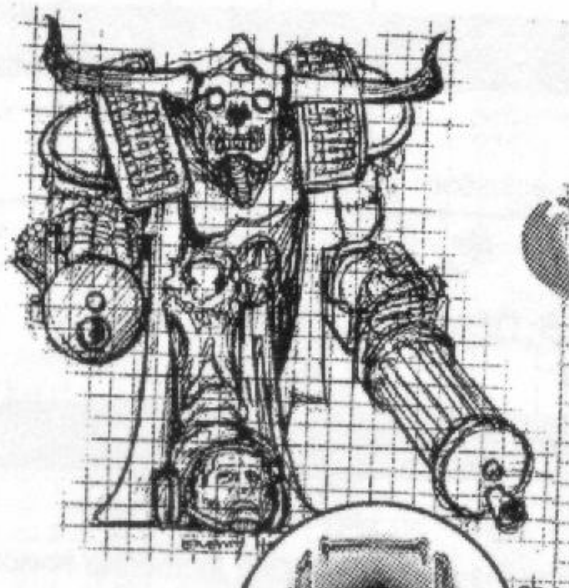
Points of Renown 442  
Points of Force 1039

# PROXY AND FIGURE CONVERSIONS

By Dances

## The Dead walk Again

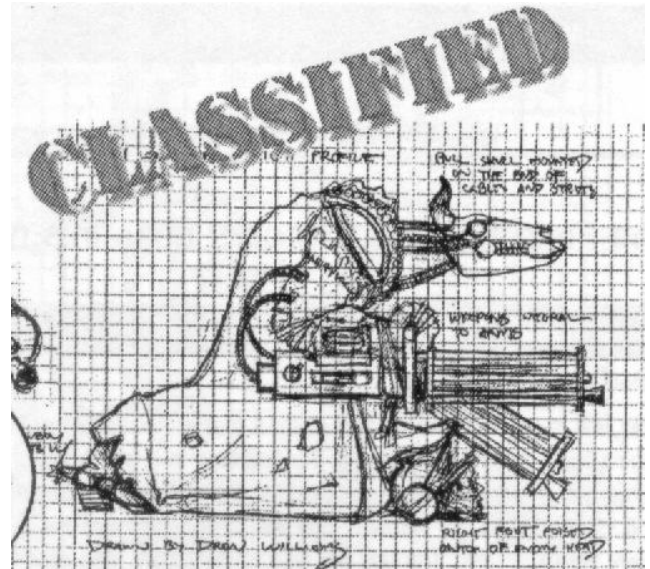
Last issue we previewed the new Gothrat Mech Rat, and this issue we once again bring you another new figure preview. For those of you that have followed ShockForce for awhile you may have remembered that when the second quarterly magazine came out that it was a DeadTech special issue. Inside was the story about the DeadTech Aberdeen facility and some of the new creations being made at this facility. Included was some design drawings of the new Longhorn Mark II model. Well this is the preview that we have for this issue.



Concept sketch by Drew Williams.

Drew Williams sculpted the original DeadTech figures, and he was also responsible for those design sketches of the Longhorn Mk II. Well, LeXan has gotten Drew to begin work on this awesome new figure. There are not a lot of details yet on when this bad boy will be ready for purchase, but you can bet that we'll keep you informed as to when this figure, the Mech Rat and anything else that comes along will be ready to go. So stay tuned to this E-Zine, it's your best

source for all things ShockForce, Gwar, and WarEngine!



Side view concept sketch by Drew Williams.

And finally here is the green that Drew has previewed on his website.



The new Longhorn.

To see more of Drew's work check out his website at <http://www.jwdc.com/dw/index.html>.

# FICTION

## Re-Awakenings

By Nightcrawler

The sky was darkening to twilight.

\*\*\*\**Engage visual enhancements.....complete*

Nightcrawler's undead eyes scanned the horizon, attempting to locate the Shockforce squad he knew was advancing toward his position. The band of outlaws he lead fidgeted & twitched, waiting for his command, unable to stay as still as the dead things that they were.

Suddenly, bullets ricocheted off of the slate rock they were using for cover. A rocket exploded dangerously near Nightcrawler, but his Tough V2.3 upgrade had saved his hide again.

Two outlaws of his band were not so lucky. Torn apart beyond recycling, their various body parts flew over Nightcrawler's covered position.

\*\*\*\**Start up thread Cussing /extended dictionary/r-rated/sailor*  
\*\*\*\**Engage weapon systems*

A second explosion sent rock chips into Nightcrawler's unfeeling skin. The sound of gunfire continued to crack the evening air. The unemotional eyes of his outlaw band stared blankly at him, waiting for his guidance.

\*\*\*\**Weapon systems engaged*

With an unearthly cry of exclamations, Nightcrawler topped the ridge and let his weapons rain death upon those that opposed him. His outlaw followers scrambled to keep up.

The small squad of marines had dug themselves in, but the only cover available had required them to bunch up. Another outlaw went down, but not before taking the marines' heavy weapon gunner with him.

Evil words continued to pass Nightcrawler's rotting lips as he advanced on the marines. Bullets seemed unable to hit his body, as if he were shielded by an invisible force.

Two more marines ceased fire as they became willing soon-to-be members of DeadTech, but at the cost of another of Nightcrawler's followers.

Only two of his parishioners remained, but their faith in Nightcrawler's word kept them from fleeing.

They were upon the den of unbelievers!

\*\*\*\**Engage close combat systems*  
\*\*\*\**Terminate thread /Cussing*  
\*\*\*\**Start up thread*  
*Preaching/hellfire.damnation*  
\*\*\*\*\**Warning: Corrupted data encountered - ignored*

With a startled cry, another marine was brought into the faith of DeadTech but not before taking the decaying outlaw down with him.

Afraid in the face of Nightcrawler's fiery sermon, the three remaining marines ran from the righteousness that was DeadTech.

\*\*\*\**Disengage close combat systems*  
\*\*\*\**Disengage weapons system*



\*\*\*\**Terminate thread /Preaching*  
\*\*\*\*\**Error: Unable to terminate thread -*  
*attempting abnormal termination of program*  
\*\*\*\**Engage system check*  
\*\*\*\*\**Warning background thread still active*

'Help me.....'

A weak voice drifted up to the cybernetic components that were Nightcrawler's ears.

\*\*\*\**Execute function VERBAL(HELP)*  
\*\*\*\*\**System busy/contention lock - reattempt*  
*execution*

'Help me.....'

Nightcrawler looked down on the Shockforce marine attempting to drag himself away from the zombie preacher. A streak of blood followed the soldier's wounded body, like a slime trail behind a snail.

\*\*\*\**Execute function VERBAL(HELP)*  
\*\*\*\*\**System not responding - temporarily*  
*shunting higher functions to default*  
*programming*

Nightcrawler's body shook violently as the AI buried deep within his skull returned control to his nanite-preserved brain. The lone surviving outlaw brushed past Nightcrawler toward the wounded marine.

'Wait....'

The word had barely formed in Nightcrawler's throat when a single shot split the evening air. The outlaw turned towards his leader, pistol still smoking in his bony hand,

The preacher look upon the zombie, its lensed eyes winking in the moonlight, the skull an evil grin enlarged by the loss of putrid flesh.

This was his follower, his destiny.

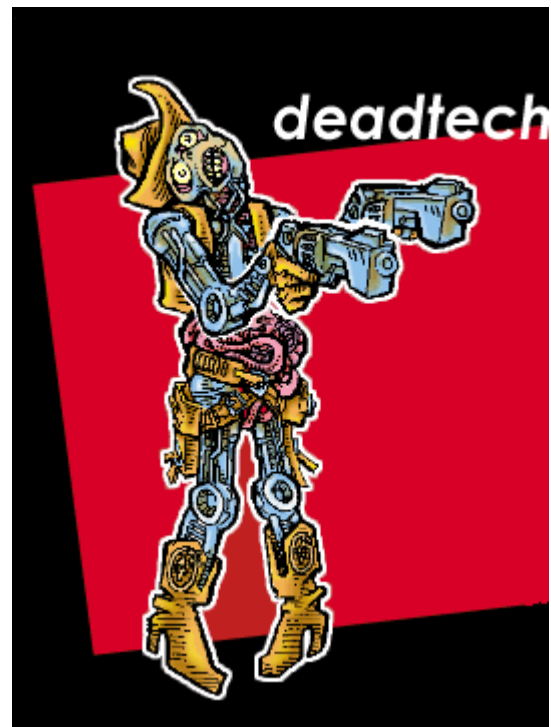
'No,' whispered Nightcrawler.

Mylar replacement muscles contracted with unearthly speed, bringing his pistol in line with the decaying face of the cybernetically animated corpse.

'Blasphemy!' cried Nightcrawler as the gun bucked in his hand. The outlaw dropped and laid as still as the dead thing that it was.

Nightcrawler looked out into the darken sky.

'Must help.'



# GENCON INDY RECAP

By Dances, Farazan, LeXan, and Nightcrawler

Let's get things started by going straight through the events as they happened.

**Thursday 10:00 am**

**Find Wesley – ShockForce 1500 pts**

By Dances

Same event as last year, the scientist Marcus Wesley has found the formula to preserve a person's life. We had the Orgs, Vengequan, Megacom, and Mutants all trying to kidnap Marcus Wesley. Marcus was hiding out inside the fountain in the center of town.

The Megacom once again used a Strike Cycle to try to execute a quick snatch and grab. This of course ended in disaster for the driver as the Org sniper promptly took him out.



Marcus Wesley hides within the fountain to avoid capture.

In the end it was the Orgs that manage to capture Wesley and get him off the board. This set the stage for the next day's event; Free Wesley. This event would pit the Orgs trying to cross the board with Wesley in a truck and trying to keep the other factions from stealing him back or killing him.

I think this event also suffered due to the long lines encountered at registration. Last year the event was a full event. Oh well it is the last year for this event. I spent far too much time preparing for my Stalker Down scenario to come up with new events for this year. Yes, that does mean I was lazy, but I will make up for it next year.

**Thursday 10:00 am &**

**Friday 12:30 pm**

**Shock Hulk – Space Hulk Variation**

By Nightcrawler

My Space Hulk events were a tangled mess of problems, solutions and more problems created by those solutions.

Problem:

My first Space Hulk event was at 10am on thursday. At 10:07am, I started taking generic tickets to fill in three of the four missing players slots. This was okay until about 10:22am, when other people waiting in the long lines for badges finally got their tickets and some literally ran to my event. By then, we were well into round one.

My solution: Make them Genestealers.

New Problem: As rules were laid out, that would put a great deal more 'stealers on the table at once and have more blips available during reinforcements phase.

My solution: Reduce the number of Genestealers starting the game per player.

My mistake: Not increasing the number of Genestealers required for a command point. Reinforcements swung the game in favor of the Genestealers earlier in the game, requiring the Space Marine players to get into a holding action too soon.

My future solution: Have an extra Space Marine army ready, just in case, and not allow blips to be placed on any first floor tile in the first turn.

My next problem:

During play testing, Genestealer players ran directly to the Space Marine he was attacking. At Gen Con, the Genestealer players in the first game were waltzing in and around weapon ranges, sometimes in bizarre patterns, to avoid being in range.

My Solution: Attacking Genestealers must move *\*directly\** to the Space Marine he is attacking. This worked out great and will be the standard.



Shock Hulk in progress.



The stealers are massing for the attack.

Next problem:

Because of the way the terrain was built, players *\*constantly\** asked if they drop off edges for fly

over this, even if I explained over and over again, no.

My solution: Next year, create a board with damaged levels that Genestealers can drop off of and Space Marines with flight can fly onto.

What do you do when you're running a game and you see a team making strategic mistakes?

The Space Marines were only allowed to move one squad onto the board per turn. There are strategic plans that have to be made amongst the Marine players in deciding what order squads should hit the board. By the beginning of the third turn and no fairly fast moving close assault teams had hit the board, I knew they were in trouble. There was not a decent amount of hand-to-hand figures to screen the slower figures with the powerful-ranged weapons. Players ended up having to use area affect weapons to pick off Genestealers one at a time.

My solution: Simplify the game for the Marines. I had added some rules to give the game more of a Space Hulk feel. The rule of 180deg arc of fire: gone. Not able to shoot through friendlies: gone. Neither of these help directly, but it freed up some of the Marines' options during movement.

If the game was played amongst WarEngine veterans, I think the additional rules could be added back in just fine.

Another stumbling block the Space Marines hit in the first game was trying to get up the ladder to the second level. The bottlenecks to get up levels were fairly easily overcome during playtesting. During the first game, ladders were a *\*major\** bottleneck that the Grey Knights could not seem to break. The other games actually had Space Marines taking and holding the second levels. This, I believe, was due to fewer Genestealers at the start of the game. The damage level board will also open up opportunities for both the Space Marines and 'stealer players.

## **Final Overview:**

The first game did not run very well. The Genestealer players had more fun eating the Space Marines than the Space Marines did shooting up the bugs. The later game ended up having fewer players but ran more smoothly. Some of it had to do with fewer players having to logistically interact with each other and some of it had to do with rule changes between events.

The terrain is also a major pain to move and some flaws in how it was put together need to be corrected before I use it again. I will go into more details on the terrain problems in another article. I can say that I have too many ideas to run this event again at GenCon 2004. If the GenCon staff implements a terrain storage area and I have time to build some custom cases for the stuff, it will be back for 2005. But, for now, look for it to appear only at Central Illinois gaming conventions over the next few years.

**Thursday 2:30 pm**

### **Street Cleaning – WW II WarEngine**

By Dances

Well this event ran much better than last year's event. I guess it helps to play test several times!

Now I have to admit that going into this event I knew that the Americans did not have much hope for winning the scenario. But then again, given the task it was nearly impossible. Looking back on history though told me that this scenario was not far from being realistic.

Hear was the set-up, late France 1944 the German army was in retreat of the advancing America army. A small platoon of Germans are left in a French town to slow down the American advance to buy the bulk of the German army time to retreat.

In play testing this scenario, the Germans always chewed the Americans up. And I even had German players use tactics from sitting and waiting for the Americans to come to them, all the way to the Germans going on the offensive.

So that brings us back to my first running at the con. The event was listed as a two-hour event for four players. This was based on the play testing that I did which all ended with the Americans being wiped out in about two hours.

This event and the second running of it both sold out on-line within the first week of event registration. I figured this was due mostly to the fact that there was a lack of historical games at this year's convention. That probably had a lot to do with Historicon being held on the same weekend. So you can imagine that I had four real tickets and several generics waiting to play.

Since I had three squads for the Americans, I took the first generic ticket holding player to arrive and ran the game with five players, two Germans, and three Americans. My problem with this event was that I did not have anything set up in the street to protect the American advance. I changed that for the second running of the event.

So once again the Americans tried to advance, but the Germans being in hard cover and having access to four machine guns pretty much made mince meat of the poor GI's. But all in all the players had a good time and all were fairly impressed with the rules and how the game flowed.

One thing left to work on is how to handle grenades. The way I handled it at the event was each squad was given six grenades to use, and a separate colored die that stayed with the squad denoted how many were left. Whenever they used one, they changed the die to reflect how many were left. I do need to work this out better.

Another problem with the event was that I only found one American machine gun. I found the other in time for the second running of the event! I think the American would do better with more firepower, so I also planned on giving them a bazooka in the next event. That should help them out a bit.





A lull in the battle as the generals contemplate their next move.

**Thursday 2:30 pm**

### **The Weapons Cache – ShockForce**

By Farazon

In this event the Megacom had to retrieve the supplies that had been dropped behind the Rebels line before the Rebels could re-supply themselves. Of course the Rebels needed to get these badly needed supplies before the Megacom could intercept them.

The Megacom troops did well in holding off the Rebels in this event through the bravery of the Huey crew and the bravery of the troopers on the front line.



Here we see LeXan looking on just before the carnage started.

The rebels first probed the Megacom line, then came out in force. But by this time the Com troops were able to make too many advances that

allowed them to get a secure foothold in the factories. This in the end caused the failure of the rebels and allowed the Megacom to retrieve the supplies.



The Rebels Battle hard which allowed them to fight there way onto the next event.

**Thursday 7:00 pm**

### **Battle for Indy – ShockForce 3000pts**

By Dance

This was to be the big event for me, 3000 points for each army fighting it out for control of Indianapolis. The line-up looked like this, in one corner of the table we had the Orgs complete with one Atrociter. I actually played in this game as I had a player all set to play the Mutants, but he never came back, he must have found something else to play. So I fielded a Chemical worm for this game. The Megacom was represented with a stalker, a bike squad, and heavy infantry!

Our favorite GenCon champion from previous years Tommy was there with his own Scarlet Brethren. The Vengequan compete with a four-man squad of Windriders and a Spirit Shaman. Gothrats came with Rat Cav and three Mechrats. So this set the stage for the battle to begin.

The poor Gothrats were wedged in between the Orgs and my Mutants. Since I didn't have anything as big as an atrocitor the Gothrat player picked on my Mutants first. We traded kills back and forth, while the Vengequan player

slowing started closing in on my Mutants as well.



Windriders charge the Mutant Dominator.

Thankfully the Scarlet Brethren force took on the Vengequan. But they ran into the middle of the board, which had the side effect of getting them closer to my Mutants. So after losing my Dominator to the squad of Windriders, I activated my Chemical Worm and charged into the Windriders. One radioactive spit and one glow later the Windriders were no longer a threat to anyone.



T-Rex posing as the Chemical Worm watches as the Hovertank burns.

In the meantime the Megacom was trading shots with the Org force taking turns killing each other slowly. The atrocitor though was beginning to show some dominance on the table. It wasn't long before the Gothrats didn't have many forces

left. Though my Mutants were taking a beating, and I lost my worm and my hovertank. In fact shortly after I lost the worm I was eliminated.

So on went the fighting, the Megacom player was a newbie to ShockForce and being a young kid, he tended to hang back in defense, so while he had been fighting with the Org player, he was still in pretty good shape. Meanwhile, the Brethren were not holding up too well, between the Vengequan on one side, the Orgs across the way diagonally and the remains of the Gothrats right across a narrow street, he was finally eliminated as well.



Bird's eye view of the battle for Indy.

The Gothrat player was next to go out, which now left very little of the Org force, along with very little of the Vengequan force. But the Megacom still had quite a bit left. So as the end of the time slot approached, the Megacom were called as the champs of Indy.

**Thursday 7:00 pm**

**Dungeoncrawl – Fantasy WE**

By Nightcrawler

[See the Fantasy Army Lists Part II article on page 3 this issue.](#)



Friday 10:30 am

## Street Cleaning – WW II WarEngine

By Dances

Once again this event attracted more players than was allowed, so as in the first running I accepted one more player to a total of five players. That made three US players, one to run each of the three squads, and two players to run the German troops.



The US troops begin to flank the Germans.

As I said in my first recap of this event, I added much more terrain to the streets to correctly mirror a ruined French town. This had the added effect of giving more cover to the US troops to aid in their advance through the streets. However, the German players also took advantage of this terrain to set up at least one machine gun in the middle of one street. Also the US troops were given two light machine guns and one bazooka. I thought the addition of the bazooka would help the Americans dislodge the Germans that were dug into those ruined buildings taking advantage of hard cover.

This game saw the American players discuss their strategy before the game started, and they pretty much kept it up through out the whole game. Not surprising this dialog actually proved to be helpful as the Americans did much better in this game. In fact they even eliminated two of the German machine guns including the heavy one! However they were not able to take advantage of the bazooka as they lost it early on

and the Germans kept that area clear with machine gun fire. As a result, the Americans could not retrieve the bazooka.



The Americans end the war for two Germans and rush the next building.

Making much better progress the Americans actually came up just short of the mid-point of the town. So close that I considered it a partial victory for the Americans as this was the farthest that the Americans had gotten in all the times that I have run this event, including play testing!

But the Germans still got a victory as they sufficiently held up the American advance long enough for the main German army to escape. I also believe that the extra machine gun I gave the Americans contributed to their success, and if they hadn't lost the bazooka they would have gotten even farther along.



The devastation of the German MG42!

Now I have to make the decision if I want to run this event again next year. I do like the scenario, as I believe it accurately represents some of the daunting assignments the Americans faced as they raced across France late in the war. The big question is what would or should I change?

For one thing, I think I will definitely include two or possibly three machine guns for the US troops. Again one bazooka and hope they protect it a little better. I've also given some thought to cutting back the number of Germans even more than I did this year. Maybe even shorter the length of the table or town so the distance the Americans have to travel is less.

Of course I do have some other ideas for scenarios kicking around in my head. All I have to do is sort out the details. One of these ideas is to run an event similar to the movie Kelly's Heroes, where an American platoon and one Sherman tank have to take an objective in a town square that is held by a couple of German tanks and a small unit of German troops. Now all I need to do is to buy some tanks!

### **World War 2 at GenCon 2003**

by Jason Wilsey

The first event I signed up for months before GenCon opened its doors was Street Cleaning. No it was not some weird twisted game with miniatures pushing brooms. It was World War 2 skirmish using the Demon Blade rule set. I had heard so much about the rules from online groups and was excited to see them converted to my favorite period of military history.

The Street Cleaning scenario was simple. The US Forces must clean out a ruined town of all the German Forces and control over half the board in two hours. The event coordinator, Steve Rysemus (Dances), had the buildings and terrain laid out on the table. Once seeing the layout I knew the US forces had their work cut out for them. Not knowing anything about the rules I took up the German Forces thinking that playing a defensive game would be easier. I was wrong. The US Forces had twice as many troops

but less firepower. Fire and movement was the strategy I saw the US using. Since Steve explained the game basics and turn sequence of the game I decided to take a huge gamble. The German MG-42 was soon to be my best friend.

The Germans set up first. Deciding to divide and conquer I asked my fellow German player to cover the left side of the map as I covered the right. I took the extra MG and gave him six of my grenades. I had to cover two avenues of travel. Since the buildings had few entrances inside I could cover most of them with one MG. The other MG I used to cover my exposed right flank. I knew that if the battle was to be won, I needed to keep the US off my right and use my troops to force them into MG fire.

Once setup the US forces placed their troops. I noticed that the US players did not study their history books on street fighting. They placed all their squads in the streets and close together. Quickly asking Steve the rules on burst fire I knew the day would be ours if the Germans got to go first. We rolled and the Germans won initiative! It was now time to show the US players the deadly firepower of a MG-42 on troops out in the open. I maneuvered my squads to better cover the MG. I opened up on the first squad of eight men I could see. Firing once and a second time, hitting three men per burst fire I was able to shower the entire US squad with a wall of lead. When the dust cleared I left only two men standing. Six laid dead and the US players wanted vengeance.

The few hours flew by and the battle ended with a grenade blast killing my last soldier. All I can say is that the game system rocks! I purchased a copy right there after the game was over. The action is fast and furious. The simplicity of design and game balance makes things really move. Thanks to Steve's WW2 conversion I was instantly interested to try some of my own creations.

(Editor's note: Stay tuned, as Jason will be doing a piece for Issue # 3 on World War II British Commandos and a scenario.)



Friday 12:30 pm

## Find Wesley – ShockForce 1500 pts

By Dances

This game was a nightmare for me to run. First off I forgot the most important part of the scenario; the vehicles used to transport Wesley off the table. As this was the second year I ran this event, it will be retired officially. It was a fun last year to run even though there were some problems. I had corrected those problems for this year – though since I forgot the vehicles I really won't know for sure if they were corrected properly.



The Atrocitor head up the street with Wesley on board.

Also last year the event was full with seven players. This year I only had four players that showed up to play. Three of those players were familiar faces as I have had the pleasure to run them through ShockForce events in prior year's GenCon conventions.

This event was the follow-up to the Find Wesley event in which the Orgs had managed to kidnap the scientist Marcus Wesley. Now that the Orgs had him, they had to escape with him, driving the length of the table to make their get away. Of course the other factions had a say in this matter and had decided that if they could not have the scientist, they may as well kill him!

So arrayed against the Orgs were the DeadTech (an old friend with his own army!). The Vengequan, and the Scarlet Brethren. This set

the stage, and with that the Orgs took the first move. Now I have to admit that I did compromise with my forgetting the vehicles and all, but I did give the Orgs and armored pickup truck and an atrocitor. So I expected the atrocitor to lead the way for the pickup truck. But of course I would be wrong.



The Longhorn and Reaper deal some death to the Orgs.

The Org player did start out that way, however he let himself get sidetracked, and started going on the offensive with the armored pickup truck. The real problem with this strategy was that the pickup held the prisoner, the same man they were trying to keep alive. Of course the best laid plans and all, the pickup truck got destroyed. Some lucky dice rolls kept the scientist alive and he was quickly led away from the burning wreckage. Now I had hoped he would run up behind the atrocitor and try to run off the board behind this vehicle. But again, the atrocitor got into a fight and quickly went up in flames. Basically those deadly (no pun intended) DeadTech got the better of the Orgs. They plagued the Org moves right from the start of the game. They were responsible for taking out both the pickup truck and the atrocitor. You could tell this was a seasoned DeadTech player!

Anyway, to make a long story short, the scientist Marcus Wesley didn't last very long, and fell victim to the fire of the DeadTech. Now he'll become one of them, and they just might gain access to his formula for eternal life. Hmmm,

maybe a new scenario in here somewhere after all!

Friday 5:00 pm

### Stalker Down – ShockForce

By Dances

Now here was a scenario I was looking forward to, fresh new idea with what I saw as lots of potential. However not enough people saw this as I did, and I ended up with less players then I really needed to run this game. What this meant was that those players had to run more figures than I expected, and I also assisted in handling some of the figs.



The Special Forces make good on the War Lord snatch and grab.

This scenario was based on the famous Blackhawk down incident. In this event, rival Mutant and Gothrat warlords were meeting to form a four-way alliance. The Megacom could not allow this, and as such had planned a risky snatch and grab mission for their Special Forces to grab all four of the warlords. Their hopes that this would send the leaderless factions back into conflict with each other.

So the Megacom had sent three teams of Special Forces to grab the warlords. Four teams of Tac troopers were to provide four-corner security coverage near the target building. This along with four stalkers would provide protection until the armored convoy could pick up the prisoners and get off the table.



The convoy pulls up to transport the prisoners.

If anyone has read the book or seen the movie, they know how confusing this battle really was, and it was my goal to create the same feeling for this event. To that end I think I had achieved this goal rather well. Using a simultaneous activation I kept things moving at a quick pace. Players running the bad guys (Gothrats, and Mutants) would have their dead figures come back to life very quickly.



Chalk 4 holds off the Mutant hordes.

Since I was using simultaneous activation, there never really was an end to a turn officially. And there would be no need for any rout checks as the rival gangs were so out of control with madness they would never rout. Besides, there was too many of them compared to the good guys.



So the battle started with the Special Forces completing their mission and grabbing the warlords, killing all the bodyguards and only losing one of their own in the process. The call to the convoy went out to come and pick up the prisoners, but of course the presence of the supporting TAC squads and the stalkers attracted the warlords gangs. And they did not like their territory being invaded.

The battle started with the first of the Mutant and Gothrat gangs starting onto the table from both sides. A real battle started to heat up in the Northeast corner of the board where Chalk #1 and the invading Mutants began a monumental battle. I have to admit the player running that chalk did a fantastic job of repelling the Mutants. Utilizing cover and massed fire as effective as I have ever seen! Of course within this carnage was the destruction of one Stalker, but this provided a good portion of the TAC squad's cover.



A Stalker comes to the aid of Chalk 3.

I kept things moving pretty fast calling on each player to take a turn and activate a squad. As fast as they were taking care of squad movement I kept resurrecting dead Mutants and Gothrats to keep them busy. I took control of the movement for the convoy. However control of what the convoy did was left up to the player that ran the Special Forces, and was responsible for the overall control of the good guys. This job was left up to our old champion ShockForce player Tommy. He did a great job of making split

second decisions as I was shooting questions to him and asking for immediate responses as to what to do.



The prisoners are loaded and ready to go.

About this time the prisoners started to load up into the APC's. Then as was planned I had one of the Stalkers go down with an injured pilot. Again a split second decision was made by Tommy to send three of the Humvees to get the wounded pilot. The rest of the convoy would head off the board with the prisoners.

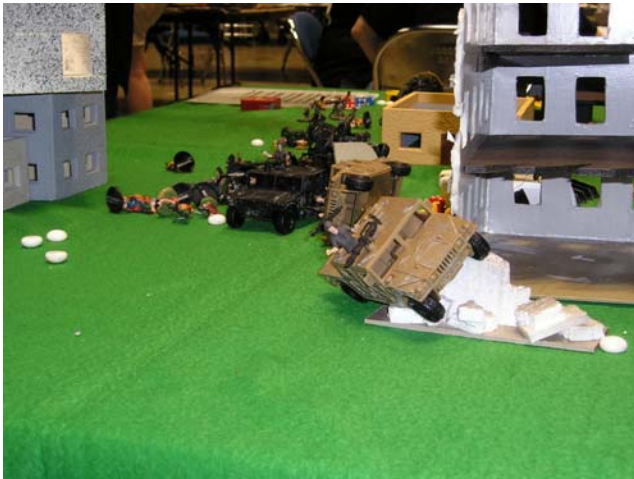


The Gothrats begin to take their toll on the Megacom forces.

It was about this time that the player controlling the Gothrat hordes discovered massed fire and began an incredible streak of rolling almost all sixes each time he fired at one of the vehicles. The TAC squad closest to the downed stalker began laying down covering fire as the Humvees approached. However before the first Humvee

could get to the downed Stalker, it was destroyed in a hail of gutterstorm fire! The second Humvee quickly pulled up and made the pilot extraction, but as it was pulling away it too went down to the massed fire of the Gothrats. There was just no end to them.

In the meantime the convoy was making its way back to the base. The trailing Humvee was also lost to the combined firepower of the Gothrats, but the prisoners were safely delivered. Once again I called for Commander Tommy to make a quick decision, as Chalk # 1 was finally starting to take casualties and that it was requesting support or extraction. His decision was to send one armored APC to help out with the downed Stalker Pilot. He also sent the other APC to extract Chalk #1. He also sent two members of the Special Forces to aid in the pilot extraction as the TAC squad that was covering the downed Stalker had been completely wiped out.



Looks like trouble for the downed Stalker pilot.

This had been a good decision as the Humvee that had the Stalker pilot was also destroyed. A lucky dice rolled allowed the pilot to survive along with one crewmember. Fortunately the APC was arriving in time to pick them up, and the destroyed Humvees provided enough cover to make good the escape. All of this while the other APC arrived at Chalk #1's location to find only two members left alive.

In the end the mission was accomplished, but at a high price. Three of the supporting TAC

squads were wiped out completely! The remaining TAC squad was down to two members, and the Special Forces had lost five of their original fifteen. All four Stalkers had been lost, massed firepower was devastating! As for the convoy, out of eight Humvees, the Gothrats destroyed four!

All in it was a very enjoyable game, very hectic and chaotic with lots going on simultaneously. It probably would have been even deadlier if I had gotten the eight players required. But everyone had a good time.

**Friday 7:00 pm**

### **Lost Bridge – ShockForce**

By Farazon

The Rebels had to hold a bridge against a heavily armored Megacom force that was trying to break through to support the Megacom Airborne troops. Initially the Rebels had a good foothold at the bridge, which the Megacom troops, had a tough job digging them out.



The Helo has landed.

Again the Helicopter was successfully deployed by the Megacom army even though the rebels tried very hard to destroy it. Many Rebels fought to the death to hold the board but with the arrival of the Megacom armor the rebels decided to retreat and fight another day.





A nice overview of the battle. Nice terrain!

**Friday 9:30 pm**

### **Prize Patrol – ShockForce 3000 pts**

By LeXan

The idea of this event was to have players bring their own 3000 point ShockForce army and put up one new unpainted figure. The winner of the event would win all of the anted up figures.



Teleporting Grey Knights take out the Megacom Sniper.

Players for this event consisted of myself, playing my beloved Gothrats. Dances would be fielding his Vengequan, Nightcrawler, who was supposed to field his DeadTech but ended up with converted Space Marines. And last was Taz who would be fielding a Megacom army.

I had entered Prize Patrol with the intent on giving my ante away even if I won. The plan for victory I had quickly melted away when I had to

use my Rat Cav to keep my right flank from folding. When that skirmish was over I didn't have enough of my Rat Cav left to do the sweep they were intended for. I can thank Dances for that one!

When we all decided to stop this game because of the late hour, we all had a firm grip on each of our own corners of the table and not much more. We had all threatened our neighbors, but it seemed that nothing decisive was achieved.

Next year I might go for an all Broodling army lead by a Broodlord. That would only be about 200 Broodlings.

### **Prize Patrol - My perspective - Nightcrawler**

Alright. First, I was lazy and didn't have a decent 3K Shockforce army ready for the game, so I threw back to the Space Marine figures I had for my Shock Hulk event. I had made them SF legal anyway, so I just grabbed squads to get as close to, but not go over, 3K. I would have loved to field my DeadTech squads, but I still haven't recovered from 2001, when a gun case holding my demo army walked off at Spring Offensive. I'm pretty sure next year, especially if the Longhorn II gets into production, it will be DeadTech all the way.

I ended up with a few Grey Knights as characters. They could teleport 18" on a 4k4, so that was a bonus. And with their high movement rate of 15" and kickin' close combat weapons, they were the hit-&-run specialists. I took an elite squad of assault marines with the flight tweak. They did do some damage in the end, but did not trade points equal to their own. I had enough points left over to take a small regular space marine squad and a large squad of fast-moving space marine scouts.

My deployment was hampered a bit by having too much terrain to place my figures fairly well spaced and still be in some sort of decent cover. My main worry was infiltrators, but that ended up not being a problem.



The Rat Cav move towards the Vengequan.

Taz had an infiltrator on a high perch in the center of town. I went after him with my teleporting Grey Knight. We ended up slugging it out for more than a turn before his fig went down. I used my teleportation and quick move to get my Knight into combat and back out again, forcing Taz to chase after me. I ended up losing a couple, one on an attempted sacrifice that took out some of Taz's heavy weapons, leaving room for Lexon's rats to get downtown. I say attempted because I actually survived the assault, but a Grey Knight ended up going down in the next round.

I was able to take out two of his special teams while surviving a heavy Pak reserve attack. The Grey Knights also had a few hero points that helped. But in the end, I couldn't run away fast enough from all his troops moving into hand-to-hand combat.

As for some of my other troops, the regular Space Marines were eaten alive in their deployment zone thanks to a Prairie Fairy line-of-sight ranged weapon. Three of the eight figures, including the heavy weapon, were gone in the prime of their game.

My close assault squad with flight pretty much took out Dance's flanking squad of warriors, but at the cost of 4 of the 5 members. Luckily, the last had Sole Survivor and, while degraded in strength, could continue to be a pain to others.

The scouts were just beginning to hit their stride when we decided to close up the game. The scout squad was large, and this was a bonus when they started to get picked off a few at a time. However, the terrain was so densely packed, it was hard to get more than a couple of them together and aim at the same target for the group fire bonus. Having to break them up in a couple of buildings really cut down on available overlapping fields of fire.

In conclusion:

It was fun. A whole lotta fun beyond my wildest dreams? Uh, no. But it was fun to get out there with a decent amount of figures on the table. I thought I had done well by getting the flight-capable squad to help move a squad quickly through the cityscape. All it did was make them pop-up skeet targets. Figures with fast moves were the figures to have. The game was way too restricted by time, but that's okay. I think Lexon was definitely in the lead with surviving figures towards the end of the game. I had eaten up most of Taz's special stuff, leaving him with a couple slow moving heavy weapons and a couple squads of regulars. I was able to take out Dance's Chief (who also took out one of my Grey Knights), but he definitely took more points from me than I was able to take from him.

### **Prize Patrol - My perspective - Dances**

Unlike Nightcrawler, I was not lazy, and I saw this as an opportunity to get out and play my beloved Vengequan in a large game. Utilizing my four Windriders, my Chief, a Spirit Shaman and the rest of my crazy injuns! Now I really haven't played all that much with my Vengequan, at least not in this point value range. Everything else has always been in the 1500 point range. So this was a good change of pace for me.

Since there were four players, deployment worked out with LeXan's Gothrats and my Quan on one side of the table next to each other. Across from LeXan was Taz's Megacom, while I stared across the table at Nightcrawler's Space Marines. Contrary to what Nightcrawler said,

everyone's deployment area was crowded, as this was a dense urban table. Just the kind of table I like as I almost exclusively play in the city!

So the game started and Nightcrawler went after Taz right off the bat. Now you have to realize something here, Taz and Nightcrawler are related, with Taz being the brother-in-law. There is a little bad blood there when they play against each other, not real bad, but the type where both HATE to lose to each other.

In the meantime I started to move my Quan out from my deployment zone and since Nightcrawler was teleporting around, I figured I would do the same with my Chief. Off the Chief went into the next building on the second floor. My Windriders starting moving out and I positioned my Tech Shaman so as to have a nice long fire lane at the Space Marines across the table from me.

LeXan started moving out and split his forces between the Megacom in front of him and my forces next to him. He had mounted his broodlord on a giant lizard and was riding along with the rest of the Rat Cav unit. Of course he was getting a little too close to me for comfort.

In the meantime, Nightcrawler was doing battle with his teleporting Grey Knights and taking out Taz's troops including his sniper. This is where I saw my opportunity and once again teleported my Chief into the center building right at the top of the building with a nice shot through the window where I could see that pesky Grey Knight. Shooting with my Rocket Pistol, the Grey Knight was no more, and with plenty of movement left, the Chief darted down into the third floor into a position looking out the window towards the approaching Gothrats.

Now came time for my most embarrassing moment of the game. The Chief was watching the Rat Cav as they approached and he held his fire as the Rat Cav galloped through his line of sight. See I chose to wait for the Broodlord to come within my line of sight before firing my Special Power of Banish Manitou. Now for

those who don't know or remember targets roll their mental to defend against Special Powers instead of rolling their defense. And the Broodlord has an auto mental, meaning he always passes! So of course my Chief got toasted on the ensuing return fire.

Things were going a little better back in my deployment zone though. Contrary to what Nightcrawler called a Line of Sight weapon, it was just my little old Tech Shaman and his trusty heavy Desert Wolf Laser that laid waste to his Space Marines. In fact the Tech Shaman teamed up with his braves to also do a pretty good job of eating up most of the Assault Marines as they jumped over a building to take shots at my braves. In the end the jump troops did kill all of my braves, but not before losing all but one of themselves. That was some pretty good shooting if I do say so myself.

Now at this point of the game I do have to agree that the terrain was dense. Not that I am complaining, but it did box me in as I had Space Marines on one side with a great field of fire that included some heavy weapons, and they were all on reserve. There was no way for me to move across the table from my deployment zone. Over to my left was too many Rat Cav, and a few of his litters were also getting too close.

It was at this point that we called the game, after all it was 3:00 am. And basically even though it did look like LeXan was ahead and would most likely win, we all exchanged a few of the figs we had planned to give up should we lose. This game was a blast, and yes we needed more time, but the game was designed to let us play against each other, and it was great fun. Hope we do this again next year.

**Saturday 10:00 am**

**Dungeoncrawl – Fantasy WE**

By Nightcrawler

[See the Fantasy Army Lists Part II article on page 3 this issue.](#)



**Saturday 10:00 am**

## **Next of Kin – ShockForce**

By LeXan

This was a game between opposing Org and Scarlet Brethren armies played out within a cemetery in Org territory.



The Cattle Cowakazis.

After sorting out the massive 8721 point armies, both sides did a good job of checking their fire lanes and deploying their squads. The Orgs won the initiative and used it to move a unit of CybOrgs on the left into a cove behind a hill. This gave them good position and a great view of the center of the cemetery.



Another view of the attacking cattle.

The Brethren used their first turn to move a Gatherin' Truck out of cover to blast an Org bike squad into scrap metal in a brilliant display of

firepower. The rest of the first turn was spent getting the respective squads into better positions and picking off the occasional enemy targets that strayed too close.

In the second turn the Brethren tried to make up for some poorly positioned troops. As such, this movement had allowed them to pick off and pin down a good number of the Orgs.



The Brotherhood attempt to overrun the Orgs.

In the second turn the Orgs had to spend to many shots stopping the herd of Cowakazis from reaching their front ranks. What you ask are Cowakazis? Well they are cows that have explosives strapped onto their backs, and they are sent in first ahead of the main army to explode amongst the enemy troops! One of their Atrocitors did two miraculous saves in the second turn. This is when the Brethren started to get a little bit nervous.

The third and final turn started out well for the Brethren when they were able to take out some more bikers and a CybOrg squad but, by the turn's end they had lost a tractor squad and a Gatherin' truck! Things at this point were pretty bleak for the Good Ole' Boys.

At the games end it was clear that the two Org Atrocitors had dominated the field and the Brethren would have been truly hard pressed to win. Next year this battle will take place on the Brethren's home turf and will have the advantage of being dug in. Will the south be able to rise

again? We'll just have to wait and see until next August!

**Saturday 2:30 pm**

### **What the! – ShockForce**

By LeXan

Well this event was a bust! No one showed up to play. There had been no pre-registrations for this event, but I had hoped someone would come to play. Oh well, maybe next year.

**Saturday 2:30 pm**

### **Is this just another Bug Hunt? – ShockForce**

By Farazon

This event pits rival forces that have grouped to investigate a crashed alien spacecraft. However the Machines coming out of the wrecked craft were a surprise to the all of the groups looking for artifacts and trying to hold off each other's enemies.

Due to heavy fighting between the closest troops and the machines the Megacom troops were able to capture the craft with light resistance.



Remember it can be fun to teach the next generation of Gamers.



Hey look he mooned the Space marines.

**Saturday 7:00 pm**

### **30K Rumble – ShockForce 30,000 pts**

By LeXan

The great thing about this battle was when I lost 10,000 points of my army and I hardly noticed. Also when Viper's Titan or Dance's Doombringer Cannons would blow large groups of my troops into vapor it created a much-needed hole for the rest of my troops to move through.



Look at all those Mutant MPV's.

There was so much carnage that I can't recap it all. In the end my Frother Scouts still had control of the center building. I was able to secure my right flank by killing lots of Viper's bikes, land speeders and troopers. I had pushed ahead into Dance's territory but was very open to return fire. This game turned out to be a great



way to squander large amounts of troops in just one turn. One very long turn!



The all Frother army – Short Fuse.

## Dances View

This game started out as a sort of grudge match between a certain person that claimed they had an unbeatable army. Though I confess the idea of having that many figures on one table was very appealing to me. So I spent the better part of four months collecting and painting as much as I could for my army.



The OOP Space Marine army, is that a Titan?

The army I picked would be my experimental Mutants, or I should say Skip Bourque's new Mutants and mine. This is the army that we created awhile back as a solution to the Mutant army list that is in the 2<sup>nd</sup> Edition rulebook. It is

an army that goes back to the roots of the faction from the 1<sup>st</sup> Edition rules and brings back that nomadic, Mad Max, road warrior image and flavor. Anyway it would give me a good chance to play a lot of the mutants and see how well they worked.

I had developed a plan of attack, and it involved my Radiation Priests and their Wall of Radiation special power. The Mutant MPV was also involved in my plans as the new army list brought this entry back from first edition in two flavors, medium and light. Medium would also allow me to transport some of my troops into battle a little faster. Has anyone ever told you about the value of a good Dollar Store? You would be surprised what you can find there, as I found my entire fleet of twenty some MPV's from the local store.



The Mutants including two Doombringers move out against the Space Marines.

Anyway, Nightcrawler wimped out of the game claiming to be too tired to play, even though he stayed in the miniatures room until the game was over at 4:00 am. So that left LeXan's all Frother Mutant experimental army list, and Viper's OOP Space Marine army. Viper's army attracted a lot of attention, as most of it was OOP Space Marine stuff, as he was a big SM player before ShockForce came along. His stuff was nice, but most of it was unpainted.

So after loading up the table with all of our armies, the table deployment had Viper and

myself more or less on the same side with LeXan right in the middle of the other side. Now there was not a lot of open table space left after we all deployed. The battle was ready to start and we were only 45 minutes late!



A good shot of the Space Marine army.

Now before we get too far I have to mention if you hadn't noticed the game was supposed to start at 7:00 p.m. We started the 1<sup>st</sup> turn about 7:45 p.m., and turn one finally ended around 3:00 am!

OK so on with the game, Viper started by advancing towards my army with his troops. Did I tell you how many vehicles he had? He even had a Warhound Titan. Well as you can imagine, as soon as I got my turn, I took one of my four Doombringer Cannons and commenced to target that Titan. Alas, the shells just bounced off the huge monstrosity. I never was able to hurt that Titan. At least it didn't cause me too much damage though, but I was beginning to take a toll on his troops. Surprisingly my Mutants were chewing up his Space Marines, especially his bikers. They were falling like flies to my mass fire. Of course the MPV's helped a little as well.

On the other front, I shot another Doombringer shell at the Frothers on the roof of a building in LeXan's deployment zone. The building was chock full of Frothers and when that shell hit they were everywhere. This started the battle on my second front with my Mutant brothers, but

LeXan was having no trouble killing all of my vehicles as soon as they got within his range.



Death and carnage everywhere.

When I got the chance I moved my priests into position and threw up three radiation walls to keep LeXan from seeing and shooting my troops, effectively shutting off one entire side of my army. This is where the funniest moment of the game happened. Since LeXan could not get at my army, he used one of his special powers to launch a suicide Frother into the air over my radiation wall. As the Frother approached, my priest used the power shove to toss that bugged back at LeXan. But sure enough, he shoved it right back at me! Well I had one priest left, so he tossed that Frother right back, but LeXan had yet another power on reserve, so back that explosive Frother came, landing on one of my priests that was holding up the radiation wall. Of course both the priest and the wall came down. This was a tactic that LeXan used quite well for a lot of the game.

Meanwhile on the otherside of the board, Viper and LeXan were trading kills at an equally fast pace. At this point I have to mention that I only came up with about 24,000 points for my army while Viper was a couple of points under 30,000, and LeXan the same. So the odds were against me to begin with, that and the fact that between the terrain and my destroyed MPV's I had boxed myself in and had no where to go except for a small lane that led straight into Viper's army.





LeXan's stronghold, a Doombringer would help clear this up!

By this time I was running low on firepower as all of my Doombringers had been wiped out. Not that they had done no damage mind you, they were very effective. At least until a certain Titan wiped out two of them.

So as I said earlier, we finally finished the 1<sup>st</sup> turn around 3:00 a.m. and decided that we would never finish this game, so we called it quits. I had suffered the most, and to me it was hard to tell who was winning between Viper and LeXan. Though I would add that Viper still had that Titan standing, it had never even moved. In the end it was fun to try this out, and I must say we sure attracted a lot of attention with all of the figs on the table. The same people kept coming back and asking what turn we were on.

**Saturday 7:00 pm**

### **Alien Invasion – 40K – ShockForce Variant**

By Farazon

This event pitted the Space Marines holding their bases against the Alien Machines back for revenge.

However the machines returned at the wrong time do to a misunderstanding of my own scheduling. So the Kids got to kick butt, and at 9:30 pm we got to start the event all over again with the adults.

In both the games the Space Marines were well dug in and the machines had a tough job of to overcome them. There were a couple of times when the machines had made brave attacks upon the fort utilizing both hand-to-hand and mental attacks with great success. But it was quickly squelched with hard work by the Space marines. At one point the Space marines were worried about the Machines Dreadnaught due to his many kills, but with some good dice rolls and a big Lascannon the Alien Dreadnaught fell before the city gates and another win for the Space marines.



Mmmmm, where should I move?

# PROXY AND FIGURE CONVERSIONS

By Dances

## A Review

Here we are with our second installment of this ongoing feature in the same issue! This article will focus on a review of some new miniatures that lend themselves to ShockForce and WarEngine games in general.

At this year's GenCon Tactical Miniatures <http://www.tacticalminiatures.com> was gracious enough to provide miniatures to give away to all the players that played in the World War II events that I ran. Each player received a bag of five miniatures their brand new line of figs. The line consists of really two basic figures. There is a pack of five SWAT figures, and a pack of five High Tech Terrorists.

These packs are officially known as the Primary Response Team #PRT001, and the High-Tech Criminals HTC001. Each pack contains five figures in different poses and a plastic slot base for each figure. Drew Williams sculpted both packs. That name should sound familiar to everyone as he sculpted the DeadTech Shockforce figures and all of the Gwar figures.



The five SWAT figures almost completed.

First we'll go over the SWAT figures. Each of the five figures has a different pose and is armed

with a variety of weapons. One fig has a shotgun and the rest have small machine pistols that look like H&K MP5's. They all are wearing Helmets, goggles, body armor, pouches, and side arms.



The figures have little in the way of mold lines and clean up quickly. Sculpting is good and clean, with realistic clothing and pouches. The faces have no detail as goggles and masks hide them. The weapons look good on the Primary response team. The poses are well done ranging from standing and sighting along the weapon to the rest holding the weapons at the ready. All in



all these figures represent a good value and should be welcome in anyone's collection.

Now lets take a look at the High-Tech Criminal pack. Once again we have five figures that all appear to be wearing one-piece jumpsuits, bulletproof vests, and Hockey Masks. Yes I said Hockey Mask; it seems that someone has been watching the movie 'Heat' with Al Pacino and Robert De Niro.

All but one of the figures has a side arm and the poses range from two standing with weapons pointed and ready, one in a full run that looks like he's getting ready to fire. A leader type holds his AR16 up and pointing and the last with weapon ready and pointing down. A good mix of weapons is represented that varies from the AR-16 to AK-47. Again the hockey masks hide the facial detail and each figure appears to have a patch on the right upper arm.



High Tech Criminals

Once again the figures are clean with little in the way of mold lines. Good detail on the sculpting and folds of clothing. I like the running figure and the leader holding his gun up and directing the boys to action. The square shaped guns suffer more on this group than the Primary Response team, though the AR-16 is well done.

All of this for ten dollars makes this pack another fine addition to anyone's figure collection. These figures could easily find there way into any of the various factions in

ShockForce from Scarlet Brethren to the Orgs, and on to Megacom. For more information see their website at

<http://www.tacticalminiatures.com>.



You also may wish to check out a new Yahoo group called Shots Fired. This is a group for Law Enforcement gaming.

[Shots\\_Fired@yahoogroups.com](mailto:Shots_Fired@yahoogroups.com)

You may also check out the Shots Fired web site at <http://www.urbanlogik.com/shotsfired/index.html>



# 2003 GENCON - DIARY OF A GM

By Nightcrawler

I missed getting Brad Dourif's autograph at Gen Con.

Damn.

I hate that.

And it was his portrayal of Grima Wormtongue that inspired me to write a Character Study on Grima for my college lit class. Got an 'A' by the way. And the professor is going to use the paper as a reference for a presentation he is going to give at the Worldwide Tolkien Conference at Marquette University next year.

And I missed getting his autograph.

Damn.

But I went to Gen Con to do other things, too. I really wanted to get his autograph, though.

And I forgot.

Damn.

## Wednesday

Wednesday night, Taz, Adam and I arrived at the hotel after a fairly long roundabout trip to reach it. Dances, by coincidence, also arrived at almost the exact same time. After checking in, we drug in some stuff from the vehicles and divided up the room and sleeping spaces. LeXan arrived with boxes of Little Debbie (<http://www.littledebbie.com>) snack cakes and Demonblade stuff.

While the topic of possibly slowly ramping back up Shockforce miniature production took place, I opened up the briefcase I use to transport

rulebooks and tape measures in only to find a bottle of superglue had opened up on the trip to Indianapolis. The stuff not only covered my rulebooks, it also covered my hand before I figured out how bad it was. Out of catastrophe, eucatastrophe – a tape measure had become glued to a usable rulebook. Now I could carry the rulebook by the strap of the tape measure and during a game, never have to worry where the tape measure or rulebook was.

But this doesn't make up for not getting Brad's autograph.

Damn.

## Thursday

Well, on to the other things. I was only subjected to the long lines for a short time before LeXan was able to show me where to go and get my badge. The lines were terrible and people were getting confused which line was for what. I'm sure you already have heard this (or maybe lived it personally). Anyway, after two false starts, I was pointed to Event HQ where I got my GM badge. Only took a half-hour. That was good.

I can't believe I forgot to get Brad's autograph.

Damn.

Okay. Where was I? Oh, yeah.

My first event was Shock Hulk. Setting it up was all a blur, but Dances help me out big time by bringing the terrain down to the Con in his van. We tooled around with Farazon's banner pole and got the Stormreaver flag up with Crane, my pet skull, atop the upright. After a few reposition attempts, the banner base finally went on our

center prep tables, raising our freak flag high into the air. The fine staff working the miniatures' room gave Team Stormreaver three double tables right near the entrance. This not only helped to showcase our events to those randomly wandering into the room, it also allowed us to view the repair and tailoring of a chain link bra in the wee hours Friday night.



The Stormreaver Banner.

I am so stupid. Stupid, stupid, stupid. Missed getting Brad Dourif's autograph?

Damn.

Anyway, as usual, I get nervous right before my first event at GenCon. In this case, I busied myself with getting the figs out and placing them on their army sheets. I had high hopes for this event, as, in play testing, it was pretty fun. You can read a more in depth description about Shock Hulk in another article for this month's issue.

Cripes. When will I ever be somewhere that Brad Dourif will be again? I could shoot myself.

THE REMNANTS

Damn.

Well, after the first Shock Hulk event, which had started at the same times as the Dealer Room....sorry, Exhibitor Hall.... opening, I took the opportunity to go take a quick gander. I liked the layout fairly well. A bit more space than what I remember in Milwaukee. Quick gripe: Don't bring your rolling suitcases with those funky handle things into the Dealer Room. Find someone to watch it or put it in a locker or whatever. You're taking up room for at least two more people in front of the vendor's booth. I'm sure they don't like it and I know it pissed me off.

Well, I knew there was one booth I had to get to: Castle Molds. I found it and it was packed. I couldn't get close to look at anything that I didn't already own, so I just moved on.

"Ladies & Gentleman. Now signing autographs at the Guest of Honor table, Sean Austin."

"Who cares?"

Don't get me wrong. I love Tolkien. A lot. The movies are pretty good. But I think the hype following Sean is way overblown.

Speaking of autographs, did I mention I forgot to get Brad Dourif's?

Damn.

As always, there were good bargains to be found. I always wait until Sunday to get what I want because:

1. I keep changing my mind and spend way too much money with each new urge
2. Dealers have a tendency to give you stuff on Sunday because they don't want to haul it back
3. I like to see what other people I know have been able to find that I may have missed.

I've also learned that sometimes when I really want something, I get it in my hands and after a couple of minutes, I don't want it anymore. So I

made a mental list of things I wanted, like the Vor boxset at Titan Games for \$10. I also grab every freebie that companies were giving out even if it is something I knew I'd throw away later. I'm sure it makes them feel good to see that stack of flyers slowly dwindle away and I want to help.

I really wanted Brad Dourif's autograph, but I forgot to add it high enough on the list to remember.

Damn.

After the quick 2-hour run through the Exhibitor Hall, I walked the six blocks back to our hotel room, ate a sandwich out of the cooler and napped for an hour after watching a few minutes of the gripping scifi movie, Creature. Oh, how could I possibly fall asleep during such an exciting.....ZZZZZZZZZZZZZZ

Sometimes I dream that I did get Brad's autograph. But I didn't.

Damn.

Anyway, my next event was running at 7:00pm Thursday night, so when I woke up at 5:30pm, I stuffed another sandwich down my throat, grabbed a 24oz Pepsi and headed back to the Con. While setting up, I realized I was missing some figs needed to fill out the armies. My fault, totally. I asked Taz to bring the Dwarven army from last year, so he brought his Dwarves and not the wizard that lead them.

I ran in at the last minutes before the dealer room closed up and hit the Reaper booth (<http://www.reaperminis.com>). I really like their figs and paint. I bought a pack of skeletons, a wizard, two bottles of paint and a three-pack of brushes. Total cost: \$34.12!

I almost swallowed my tongue. Reaper had raised the price of both their paints and army packs since last year. The three pack of brushes, of which I only needed two, was \$13 by itself. I'll let you know if they last longer than the

\$2.50 ones I get at Wal-Mart. Nothing against Reaper, but they'd better.

The dungeon crawl event setup started over a half-hour before 7pm, but I still needed more time. I have a small discourse on the WarEngine Dungeon crawl in another article, so I won't go into detail here.

After the Dungeon crawl event, it was time for the big decision: what to do with the terrain? I looked around at what others were doing at their tables and most were just leaving it either on top of or below the tables and covering it with table clothes. I did the same, along with the rest of the 'reaver crew. I did take as many miniature cases as I could. Once bitten, twice shy and all that.

Have you seen the Brad Dourif's fan website at: <http://www.dourif.net/indexx.html>

Pretty cool. I forgot to get his autograph at Gen Con. Did I mention that?

Damn.

## Friday

Anyway, Friday morning, I got up early to hit the shower. We had a few people packed into the hotel room, so I had to wait a bit. For some reason, I was sure my Shock Hulk event started at 10am. I got to the miniatures room with plenty of time to spare, set everything up and put the armies out on the sheets and waited....and waited....and waited. At 10:12am, I was thinking there was something seriously wrong here. Some players from previous games wandered by and we started up a game with reduced armies. I ran the Genestealers against two guys running the Space Marines. And it was a fun game.

But around 12:20pm, some people started showing up with tickets for my event. It was scheduled to start at 12:30pm!! But that was cool because we were in the final stretch of the current game. Although they didn't have the



beacon in their hands yet, the marines had a foothold on the third level and had denied me almost all the other boards for reserve chip placement.

At 12:40pm, we started the next Shock Hulk game. And it ran much smoother than the first. Marines killed Genestealers and Genestealers killed marines. Again, the logistics of having so many people playing slowed the game down. The marines were able to take the second level and hold it, but time ran short. Part of the problem was that the players took almost all powerful and slow squads instead of throwing in a few quick attack squads. Terminators marching at snail's pace of 6" per turn slowed everything up a bit.

Both sides wanted to continue after the finish time, but the table had to be setup and ready for Farazon's event and he needed some time to get it set up. At 5:30pm, I closed it down and put the Shock Hulk terrain to bed under the table.

I had more than enough time to run to the nearby mall to buy another pair of jean shorts. I had been wearing the same ones since Wednesday because I forgot to pack others.

Apparently, getting Brad's autograph wasn't the only thing I forgot.

Damn.

While at the mall, I ran into Drew Williams (<http://www.jwdc.com/dw/>). We BS'ed about figures and I went on about his drawings for the Longhorn II and how he originally had wanted to do the weapons on the current Longhorn model. He had done most of the DeadTech figure line for Shockforce, in case you didn't know. Drew was interesting in redoing all his figures but that was another topic for later. He invited me to get to the miniature artist forum that was going to happen at 8pm, but I had already decided to play in LeXan's Prize Patrol event at 7:30pm.

After a change of clothes and another quick sandwich, I dumped more ice into the cooler we

had in the room, snagged another 24oz Pepsi and headed back down to the Con. Much to my surprise, LeXan had allowed divided out part of our prep table for Lord Bunny and clan to run Dark Age (and a bit of Vor). This was cool because I got to take a close look at some of the Dark Age figs. They are sweet. So was the terrain.

What would have been really sweet would have been getting Brad's autograph.

Damn.

We were also entertained during the game by watching a fellow working on a chainmail brazier a woman was wearing. When he started having her do jumping jacks, I had trouble containing my mirth.

Well, after the Prize Patrol (wrap-up found elsewhere in this issue), it was the six-block walk back to the hotel room, following Dances and his cart of stuff. I took some of my stuff I wouldn't need anymore back, just so I'd have less stuff to drag back to the car later.

Before I went to bed, I made sure my Saturday event really did start at 10am, stepped carefully over a few people sleeping on the floor of the hotel and hit the sack. Two more people had arrived to share our room and space was at a premium.

But the chatter turned to Drew and the Longhorn II. It was generally agreed that we needed this fig and LeXan already had plans to talk to Drew about it.

I had planned on getting Brad Dourif's autograph, but I forgot.

Damn.

## Saturday

My Saturday Dungeon crawl event went well, if not uneventful (ha-ha). Once it was done (again,

we had to give up the table for the next WarEngine event right after mine) and everything was packed, I was free. Free. Free, I tell you.

Dances had some spare time, so we hit the dealer room again for a nice long look. I was actually able to get to talk to Bruce Hirst from Castle Molds (<http://www.hirstarts.com>) for a few minutes before he got called away. I made my plans on which molds I was going to purchase and moved on.

I got to see Traci Lords fairly close. I didn't get her autograph (didn't really want it), but I had heard she was collecting and destroying any copies of videos from her early porn years. Sorry, Traci. I forgot to bring my copy of Bad Girls III. You can have it if you want it, Traci. Really.  
I would have like to had Brad's autograph. But I forgot.

Damn.

"Ladies & Gentleman. Now signing autographs at the Guest of Honor table, Sean Austin."

"Who cares?"

After the dealer room, one of my roomies and his girlfriend invited Taz and me to eat with them at a jazz diner in the Downtown District. We ended up at one of those places where the lights are so dim that you can barely read the menu and the piano player pounds out a Tom Waits version of a Nine Inch Nails tune. Their spinach alfredo in a tequila cream sauce was excellent.

Then it was back to the Con to watch the 30k point game. There was no way I could get one together in time. I had spent too much time getting my own events together. But watching it was interesting. Dances probably goes into more detail on this event. I can say it appeared that there was more table space covered by figs than open space.

While watching the slow movement of hundreds of figs, I got sucked into a game (called Vikings, I believe) that was being playtested. It was a combination board and card game requiring each player to send out his boat to attack other player's homeport while protecting his own at the same time. The first player with 10 women or 6 gold won. It was fun and the time slipped by fast while playing.

I kept an eye on the 30k point Rumble game to see if Viper would leave the table to use the restroom or something. His old Armorcast Titan sure would have looked good sitting at my house. Never had the chance to nick it.

I had a chance to get Brad's autograph, but I forgot.

Damn.

So now things wrapped up about 3:30am or so and now the big decision: Wait until tomorrow to move terrain or get it out now without crowds. I went back to the hotel to get my car and drove back down to the convention center. After a few trips from the miniatures room to the drop-off drive (it was quite a ways and I forgot my dolly), the Saturn was loaded by 4:00am and ready to roll back to the hotel.

Of course, Viper took the great parking spot while I was gone to get my stuff.

### **David Lynch at Gen Con?**

After getting everything settled into Taz's truck, we went out on the hotel porch to wait for Dances. He had left pulling his terrain behind him when we left, so we assumed he was still on his way. And we waited. And we waited.

I finally decided to walk down a bit to take a look down the street and see if there was a problem. So I started walking towards the convention center. As I was walking down, I noticed (understatement) a squad car with lights going, driving down the wrong way on a one

way. I didn't think anything of it as Indy is a big town and I'd seen that sort of thing before.

Well, at about 3 blocks towards the Con, I decided to turn around. Dances must have either been already drug into an alley and killed, in which case I wouldn't be able to find him anyway and I figure I should be as rested as possible to identify the body in the morning or he had taken another route.

On the way back, as I crossed over the one-way the squad car had went down, I saw something that will stay with me forever. A squad car facing the wrong way on the one-way, a cop had a guy laying on the sidewalk, one of the cops had his foot resting on the guy's back while he casually talked with another cop. Now living in Peoria, this isn't unusual to me. However, across the street was a dwarf wearing a silk shirt and dress slacks next to a Pushman cart.

I could almost hear the strains of the Twin Peaks theme in the air.

BTW, did you know that Brad Dourif has been in a number of David Lynch movies? I forgot to get his autograph at Gen Con.

Damn.

So back to the hotel, we find Dances wandering the hallways because he had loaned out his key to someone else. And at 5-something am, lights go out.

## Sunday

Sunday morning. 8:30am.

Ohhhh..... got to sleep in. After a quick shower and a quicker check out, it was time to take one last walk around the old place before heading back to the Land of Lincoln.

I ran around the miniatures room to make sure I didn't leave anything. I sent Taz off to the Exhibit Hall to track down those Vor box sets. I

was in a bit of a hurry and if he only found the \$20 ones, good. But he got confused and discovered the \$10 ones first and bought \$20 worth (two boxes).

When the word got out, I headed back to collect any others he would have at \$10 each. There was one and I promised it to Farazon. LeXan and I met at the same time at the same place as I grabbed the box. We started joking around about cleaning each other's clock, which I believe made Marcus from Titan Games (<http://www.titangames.com>) nervous. He said we could buy more from him online and all we would have to cover was shipping. I made arrangements to hook up with him at Flatcon (<http://www.flatcon.com>).

By this time, Brad Dourif was in the building. And I didn't get his autograph.

Damn.

"Ladies & Gentleman. Now signing autographs at the Guest of Honor table, Sean Austin."

"Who cares?"

Jeez, can we stop with this guy already? LeXan and I wandered behind the dais he was on and commented (rather loudly) on the stupid hat that he was wearing, amongst other things. Dances saw later that no one was in line for his autograph so he wandered up. They wanted \$20 for his John Hancock. I can let Dances tell you his reply.

BTW, Dances got Brad Dourif's autograph, twice, when no one was standing around the booth he was at.

And I forgot to get it.

Damn.

Well, I also stopped by Castle Molds to pickup 3 molds I wanted. Bruce had been doing such good business that he sold out four of the top five I wanted. My comment was not nice because I was stupid to wait that long. So I ended up getting



two other molds that I wanted that were farther down on my want list.

I stopped by the Warstore and took a good look at the Dark Age (<http://www.dark-age.com>) miniatures, but with little idea of which army I'd like to run, I moved on.

With a couple of t-shirts for the kids and a pair of earrings for the wife, I was ready to go.

Seems like I was forgetting something and it was important, but the idea of getting home was pressing.

Now what was I forgetting?

Oh, yeah.

Damn.



# 2003 GENCON – MY THOUGHTS

By Dances with Emutants

There already is a diary on GenCon elsewhere in this issue, so there is no point in my going on in the same way. But I would like to impart some thoughts that I had on the convention overall.

Running miniatures games are hard work make no mistake about it. You have so much stuff to carry around, and keep track of it is not funny. Of course you are always paranoid that you will either break something or lose it, or even worse have someone steal it.

Setting up is the hardest part, especially the initial set up. Fortunately for us, I was able to work something out with convention management. Since our group was responsible for over 70 hours of events I had asked for a dedicated space in the miniatures room. And I got what I had asked for, better yet, it was right at the entrance to the room. You couldn't miss us as you walked into the room.

Now I admit we could have been a little bit neater in our area, but things were a tad hectic. Next year I will suggest heading over to the con a good three hours before the first event. This year we only allowed two hours. We obviously needed more, so I am hoping an extra hour will make a difference.

Before the convention started when I was making arrangements for our gaming space I had offered a suggestion about setting aside some secure area for gamers to leave their stuff even if we were charged for it. James Forrest who ran the room for convention management along with John Paiva explained why that wouldn't work. The fact that the convention is open for 24 hours would mean you would need a volunteer or a paid employee to watch the secured area for something like 90 hours. Which would never happen and I can understand that. However I

have learned that there may be some cages that would be available to use if you provide your own lock.

Though I have to admit that leaving the terrain on the tabletops covered by tablecloths worked very well as nothing disappeared from our space. Even the boxes underneath came to no harm, but of course we took our miniatures with us every night.

As for the con itself, overall I really liked it. Much more room everywhere you went be it the halls, the dealer room or the miniatures' room. My only real complaint was how far the miniatures' room was from the front of the convention building. But at least it was on the first floor and you did not have to deal with elevators. There also seemed to be more people, the air quality was also better, cleaner and cooler. Food choices if you were in the miniatures' room weren't all that plentiful, but I will plan better next time.

So overall I really enjoyed myself this year, and we will be back again next year as big as we were this year. Although we will plan things out much better as far as who will be bringing what terrain so we all don't end up bringing similar stuff. Our plan includes leaving one table permanently set up as a city table. The other table will be able to switch from one type to another such as Nightcrawler's Dungeon, to LeXan's cemetery.

Be sure to stay tuned to these pages for next year's exciting events. I am not sure of exactly what will be run, but I do know that at least one event will pit Zombies against townsfolk!

Oh yeah when I was asked for \$20.00 for Sean Austin's autograph, I replied rather loudly 'Are

you out of your mind? Twenty bucks for an autograph? F%\$# that!' and walked away. I know my daughters were disappointed, but I know Mr. Austin did hear me! And Brad Dourif's autograph looks real nice in both of my daughter's rooms!



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# CREDITS PAGE

This is where we want to take a few lines and give credit where credit is due. First things first, we want to give credit to the game that got us hooked, ShockForce. Without this game, first or second edition, we would not be toiling over this E-Zine. Let's face it: we love ShockForce and the WarEngine rules.

The rules do live on. Dark Tortoise has taken up the reigns and, hopefully, we will see some new products very soon. Visit them on the web at <http://www.DarkTortoise.com>.



For our second issue we would like to thank the following folks.

**LeXan** – GenCon recaps.

**Farazon** – GenCon recaps.

**Jason Wisley** – GenCon Perspective.

**Tactical Miniatures** – Swat and High Tech Criminal Figures for a review.  
<http://www.tacticalminiatures.com>

## WARENGINE ON THE WEB

Please frequent the following sites on the internet for more info on WarEngine and ShockForce.

<http://www.darktortoise.com/> - Dark Tortoise Web Site

<http://www.geocities.com/MotorCity/Garage/8226/minis.html> - This is The Dragon's Page

<http://www.voicenet.com/~johnkrim/Marines.html> - Aliens in SF

<http://www.geocities.com/Area51/Hollow/9428/index.html> - Quzybuk's Page

<http://www.angelfire.com/or/ShockForce/> - Seventh Omen

<http://www.geocities.com/nightcrawler51/> - Nightcrawler's Page

<http://home.sprynet.com/~graylg/index.htm> - Viper's Page

**Next Issue:** More fiction, continued GenCon coverage, and World War II WarEngine!

Until then, **PLAY THE GAME!**

